

Will Clinton

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Skills & Languages

- ReactJS, React Native, Android, Pandas, Pytorch, Numpy
- Python, Java, Javascript, Kotlin, C++, HTML/CSS, SQL

Education

University of Texas at Austin GPA 3.66 **2019-**
M.S. Computer Engineering – Software Engineering and Systems

Rhodes College GPA: 3.63 / 4.00 **2015-2019**
B.S. Computer Science Major GPA: 3.75 / 4.00

- Upsilon Pi Epsilon Academic Honor Society, Buckman Fellowship for Study Abroad, Dean's List

Professional Experience

Platform Engineer Intern

Nokia **Austin, TX** **January 2020 –**

- Worked as a part of an ideation team, designing and developing prototypes for potential products

Software Engineer Intern

Waldo Photos **Austin, TX** **June 2019 – December 2019**

- Implemented the ETL process for Waldo's revenue stream by creating a webhook application that receives live events from Stripe, setting up PSQL DB tables, and backfilling the transactions YTD. The result is an interactive dashboard in Metabase that displays up-to-date financial information.
- Served as a support layer between the Engineering team and the Operations team where I was able to fix numerous real-time issues, give visibility to useful DB information using SQL, GraphQL, and the Google Sheets API, and provided solutions to operational needs not yet built into Waldo's platform.

Software Developer Intern

January 2019 – May 2019

IMC Companies **Memphis, TN**

- Created a Spring Web application that interacted with IMC's outlook server. The service used Javamail API to check an inbox for an important client email then transfer the file attached to that email to a secure file service for record keeping and later use.
- Modified an Angular Web application used by accountants to run expense reports to include a saving feature that improved the user. This involved me creating UI elements in HTML and adding functionality from the angular frontend to the Java/Spring backend.

Software Engineer Intern

Skyscanner **Budapest, HU** **June 2018 – September 2018**

My main focus was implementing new features to an in-house app release automation system. The changes were implemented in Python and I created Unit Tests for the new features (which are highlighted below).

- Optimized the system's communication by preventing identical alerts from being sent more than once and by limiting alerts to the squad's time zone. I did this by using AWS S3 file-store to keep track of each day's messages, which would be checked and updated to keep the notifications through Slack limited to new messages.
- Created a dashboard that visualized release metrics that made it easy to determine the health of the current version release.
- Incorporated an in-house API to get dynamic information regarding the company's squads that prevented the need to hard-code this information. This involved coordination with the development team in charge of the API because the API itself did not dynamically gather this information at the time.